

A decorative border surrounds the central text area, featuring various mechanical parts like gears, bolts, and nuts, along with letters of the alphabet.

**DLM**

# Fish Scales

Early Childhood  
Software

**USER'S GUIDE**

Apple II+/IIe/IIc

~~~~~  
~~~~~  
●● Teaching  
▲ Resources

One DLM Park • Allen, Texas 75002

NY433

# Fish Scales™

Designed by Neosoft™

## INTRODUCTION

*Fish Scales* makes learning about measurement fun! Six different activities help children learn how to measure for height, length, and distance, and how to use measurements to compare sizes and distances. Lively songs, sound effects, and colorful graphics add to the fun and help sustain children's interest in one- and two-player games. These exciting, motivational games will be enjoyed time after time.

### **Notes to Adults**

As a parent or teacher, you know the importance of positive learning experiences. Your purchase of this educational software demonstrates your commitment to and involvement with children's educational development. Take a few minutes to become familiar with the activities and features of these games. Play the games with the children to enhance their experiences with the computer and to demonstrate your interest in their learning.

## GETTING STARTED

You will need an Apple\* II+, IIe, or IIc microcomputer with 48K memory, a disk drive, and a monitor or TV. Because of the vivid colors used in this program, a color monitor or TV is recommended.

Make sure children know the proper care and handling of diskettes: hold the diskette only by the label, insert it carefully in the disk drive, keep it away from heat or magnets, and replace it in its protective sleeve when not in use.

Copyright © 1985 DLM Teaching Resources.

All rights reserved. No portion of this material may be reproduced, stored in a retrieval system, or transmitted in any form by any means—electronic, mechanical, photocopying, recording, or otherwise—without prior written permission of the copyright owner.

Printed in U.S.A.

Software Copyright © 1985 Neosoft, Inc.

Fish Scales and Neosoft are trademarks of Neosoft, Inc.

\*Apple is the trademark of Apple Computer, Inc.

### Loading Fish Scales

1. Hold the diskette by the label. Place the diskette in the disk drive, label up, and close the door on the drive. Turn on the computer and monitor or TV. If your system has autostart, the program will automatically load and run. If it does not, type **PR#6** and press **RETURN**.
2. The Fisherman welcomes children to *Fish Scales*. He appears in all the games to provide visual feedback to the pre-reading child. His expressions and gestures cue children to respond, encourage good choices, and cheer accomplishments.
3. Once you have explained the role of the Fisherman in the games, show the children how to press any key to begin the program.
4. You will see fish surface near the Fisherman and hear a song before the GAME CHOICE screen appears.
5. Use the colored squares on the GAME CHOICE screen to adjust the color on your TV or monitor. Adjust the tint so the colored square beside *Fish Jump* is red; the square by *Today's Catch* is yellow; *Look and Hook* is green; *Which Fish?* is purple; *Fishing Dock* is blue; and *Fishing Derby* is pink.

Press any key to move the hat to the game you want, then press **RETURN**.

Instructions: ON

Sound: ON

FISH  
JUMP



TODAY'S  
CATCH

LOOK AND  
HOOK

WHICH  
FISH?

FISHING  
DOCK

FISHING  
DERBY

### Using the GAME CHOICE screen

1. The screen shows the games in *Fish Scales* and provides options for sound and game instructions. You control whether instruction screens precede the games and whether sounds are used during game play. Press **CONTROL I** to turn the instruction option on and off. **CONTROL S** turns the sound option on and off. The status of both options is shown above the game titles.
2. Use the game titles and colored squares in the corner of the rectangles to choose the game you and the child want to play. A colored bar corresponding to the colored square on this screen will appear on each screen of the activity you choose to play. This helps children choose and remember specific activities.
3. Point out the colored square in each rectangle as you read the titles of the games to the child. Show him or her how to press a key to move the Fisherman's hat from rectangle to rectangle. Then move the Fisherman's hat to the game you desire and press **RETURN**.
4. The disk drive will whirl and the game will load.
5. To return to the GAME CHOICE screen from any activity, press the **ESC** key.

**Note:** *Fish Jump* is a good game to play first, as it introduces children to the concept of using a measuring stick for measurement.



## FISH JUMP

*Fish Jump* encourages children to measure height using a scale of 1 to 9. When a number key is pressed, the measuring stick displays that number of units and a fish jumps over it! Children can press the keys in numerical or random order, allowing for flexibility in game play.

To choose *Fish Jump*, move the Fisherman's hat to the box with the red square and press **RETURN**. First read the instructions to the child, then press any key to start the game.

The Fisherman puts his hands in the air and "Press a number" appears on the screen. Invite the child to press a number key from 1 to 9. The numeral and number word corresponding to the selected number appear in the upper left corner of the screen. A measuring stick rises out of the water, displaying the chosen number of units. Then a fish leaps up out of the water and over the measuring stick.

After a song, the Fisherman prompts the child to choose another number. Children can press the number keys and watch the fish jump for as long as desired. Press **ESC** to see the **GAME CHOICE** screen and select another activity.

To help children gain the most from this activity

- encourage the child to say the name of the number key he or she presses;
- point out that pressing a large number makes the measuring stick grow taller and pressing a small number makes the measuring stick shorter;
- point out the numeral and number word displayed on the screen after a key press;
- encourage the child to orally count each of the numbers on the measuring stick.

## TODAY'S CATCH

In *Today's Catch*, children use a measuring stick to measure the lengths of several colorful fish. The concepts of "too short" and "too long" are introduced as clues to guide the child to correct responses. At the end of the game, children can see their success on a visual "scoreboard."

To choose *Today's Catch*, move the hat to the box with the yellow square and press **RETURN**. First read the game instructions to the child, then press any key to begin.

The Fisherman's assistant pulls a fish from his basket and holds it next to the vertical measuring stick. The numbers 1 through 9 are written on the measuring stick. The child measures the fish against the measuring stick, notes the number on the measuring stick that is nearest the end of the fish's tail, then presses that number key.

If the first answer is correct, the number on the measuring stick blinks, the Fisherman draws a red line from the measuring stick to the fish's tail, and a song plays. Then the Fisherman's assistant pulls out another fish to measure.

If the child's first choice is incorrect, the Fisherman shakes his head "No." The numbers on the measuring stick blink to count the length the child guessed. A red line is drawn at the number chosen on the measuring stick to help the child see that he or she made the wrong choice. The message "too short" or "too long" is displayed on the screen as a clue. The child is then encouraged to try again.

If the second guess is incorrect, the Fisherman shows the right answer. The numbers on the measuring stick blink to count the fish's correct length, a line is drawn from the measuring stick to the fish's tail at the correct number, and the game continues.

After measuring five fish, the child's score is displayed. Two fish are awarded for each answer correct on the first try, and one fish on a second try.

To help children gain the most from this activity

- demonstrate how the measuring stick is used to measure the length of a fish;
- explain the use of the clues "too short" and "too long" and show the child how these concepts are visually presented when the red line appears after an incorrect choice is made;
- make a simple ruler with large numbers; help the child use the ruler to measure familiar school or household objects;
- introduce the child to other measuring devices, such as yardsticks and tape measures.



## LOOK AND HOOK

In *Look and Hook*, the child catches a passing fish by setting the fishhook at the correct depth. By raising and lowering the fishhook, children sharpen measuring, counting, and perception skills. A "scoreboard" at the end of the game congratulates the child's efforts!

To play *Look and Hook*, move the Fisherman's hat to the box with the green square and press **RETURN**. First read the instructions to the child, then press any key to begin.

The Fisherman's assistant is fishing from the boat at the top of the screen. The black marks in the water show the depths to which the hook can be lowered. The Fisherman displays a target number in the upper left corner of the screen, telling the child at which depth the fish is swimming.

The child attempts to place the hook at the mark corresponding to the number on the screen. Count the marks, starting at the top of the screen. Press the **spacebar** or the **arrow keys** to raise and lower the fishhook. When the hook is at the desired depth, press **RETURN** and a fish will swim across the screen.

If the hook is set at the correct depth, the fish bites the hook and a song plays. The Fisherman displays a new number and the game continues. If the child's first choice is incorrect, the fish swims past the hook. Numbers appear next to the marks for the child to count, and the child is encouraged to try again. If the second choice is incorrect, the Fisherman shows the child the correct depth to catch the fish.

After five fish are caught, a score is displayed. The child earns two fish for each answer correct on the first try, and one fish on a second try.

To help children gain the most from this activity

- invite the child to count the marks, starting at the top of the screen, to determine the correct depth for the hook;
- when an incorrect choice is made, encourage the child to note the level at which the fish swims by to determine if the hook is too shallow or too deep;
- show the child how to use the number clues provided by the Fisherman after an incorrect choice is made.

## WHICH FISH?

*Which Fish?* provides a colorful horizontal measuring stick that children use to measure several fish of different lengths. Children use the measuring stick to determine which fish's length matches the target number. Measurement, comparison, and perception skills are refined as children attempt to select the correct fish from each group.

To choose *Which Fish?*, move the hat to the box with the purple square and press **RETURN**. First read the game instructions to the child, then press any key to begin the game.

The measuring stick appears across the top of the screen, with five fish below it. One of the fish has a rectangular red box around it. The Fisherman displays the target number in the upper left corner of the screen.

The child notes the target number, measures each fish against the measuring stick, and determines which fish's length matches the target number. He or she presses the **spacebar** to move the red box to the appropriate fish, then presses **RETURN**.

If the child measures correctly, the Fisherman nods "Yes," a song plays, and a blinking red line is drawn from the measuring stick to the correct fish. The Fisherman then displays a new group of fish.

If the first choice is incorrect, the Fisherman shakes his head "No" and draws a line from the measuring stick to the chosen fish to show the child how his or her first selection was wrong. The child is then encouraged to try again. If the second choice is incorrect, the Fisherman moves the red box to the correct fish, draws a red line from the measuring stick to that fish, and the game continues.

After five groups of fish, the Fisherman shows the child's score. Two fish are awarded for each answer correct on the first try, and one fish on a second try.

To help children gain the most from this activity

- show the children how to use the blue and white screen background to help measure the fish against the measuring stick at the top of the screen;
- help children discriminate between fish that are similar in length;
- explain the use of the word clues and the red line displayed after an incorrect choice is made.

## FISHING DOCK

In *Fishing Dock*, children help the Fisherman's assistant determine which fish is closer to the dock. Clues guide children to the correct responses. A colorful "scoreboard" at the end of the game congratulates children for their efforts!

To play *Fishing Dock*, move the Fisherman's hat to the box with the blue square and press **RETURN**. First read the instructions to the child, then press any key to begin game play.

The Fisherman's assistant waits on the dock. Two fish surface nearby. One of the fish is enclosed by a red box. The Fisherman prompts, "Which fish is closer?" First, the child measures the lines drawn from the dock to each fish by counting the white squares on the lines. Then the child presses the **spacebar** to move the red box to the fish that is closer and presses **RETURN**.

If the child's first response is correct, the Fisherman signals "Yes," a song plays, and the game continues.

If the first response is incorrect, numbers appear near the white squares as a hint. The child is then encouraged to try again. If the second guess is incorrect, the Fisherman shows the correct answer and the game continues.

After five sets of fish, the Fisherman shows the child his or her score. Two fish are awarded for each answer correct on the first try, and one fish on a second try.

To help children gain the most from this activity

- encourage the child to orally count the white squares on both lines before moving the red box; this reinforces measuring skills and eliminates "guessing" the answer;
- explain that the red box can be moved between the two fish as many times as desired before **RETURN** is pressed;
- place two objects on a table in front of the child and have him or her select which is closer;
- ask two or more children to stand at varying distances from a target object (i.e., a TV, window, etc.) and decide which child is closest to and farthest from the object.

## FISHING DERBY

*Fishing Derby* is a guessing game of skill and chance in which two players compete to catch the most fish. This activity enables children to take turns, use clues, and measure using a measuring stick for distance. The first player to catch enough fish to cross the checkered finish line wins!

To play *Fishing Derby*, move the hat to the box with the pink square and press **RETURN**. First read the instructions to the child, then press any key to begin the game.

The Fisherman's assistant is ready to go fishing. A measuring stick with the numbers 1 through 9 appears across the top of the water. Player 1 guesses where the fish is hiding by selecting a number on the measuring stick and pressing that number key. The Fisherman's assistant casts his fishing line to that number.

If the fish is not at that location, the Fisherman prompts "Try farther out" or "Try closer in." In either case, numbers eliminated with each guess are designated with a red bar above the measuring stick. Player 2 is then prompted to choose a distance on the measuring stick and press a number key.

When a player locates the fish, the Fisherman's assistant catches it. The fish jumps out of the water and a song plays. A fish is pictured on the lucky player's score line at the bottom of the screen. Whoever catches enough fish to reach the checkered finish line first wins the game.

Children can play *Fishing Derby* as long as desired. Press **ESC** to select another activity.

To help children gain the most from this activity

- remind children that this is a guessing game and that there is no shame in not guessing the number immediately;
- help children learn to make the best use of the clues provided by the Fisherman and the numbers eliminated with each guess;
- encourage children to work together to find the hidden fish;
- explain that the sizes of the fish on the score line are chosen at random, and that it is possible to win by catching only a few large fish.





## LIMITED WARRANTY

Developmental Learning Materials warrants this software product against defects in materials or construction for a period of six months. If, during that time, you cannot properly load or run the program, you may return it to DLM for a free replacement. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

This limited warranty does not apply if the product has been damaged by accident, abuse, or modification.

### ***Back-up and Replacement Copies***

You may purchase back-up copies or replacements for worn or damaged diskettes for \$15.00 per copy, plus shipping and handling. Write DLM Customer Service, One DLM Park, Allen, Texas 75002.

Apple Computer, Inc. makes no warranties, either express or implied, regarding the enclosed computer software package, its merchantability or its fitness for any particular purpose.

### **DLM Software: A name you can trust.**

A respected publisher of educational materials for more than 15 years, DLM now lends its expertise to the field of microcomputer learning. The company's editors believe strongly that colorful graphics and fast, game-like action are the best ways to help children enjoy using microcomputers while learning important basic skills. This software program is part of a series created for DLM by Neosoft, Inc.

Developmental Learning Materials